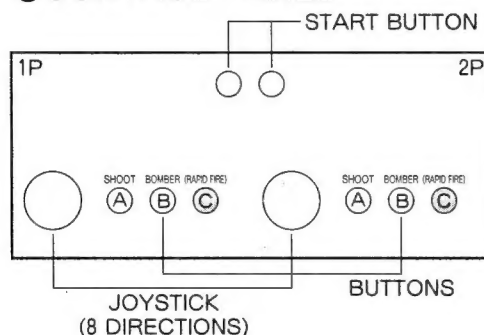


## ●仕様

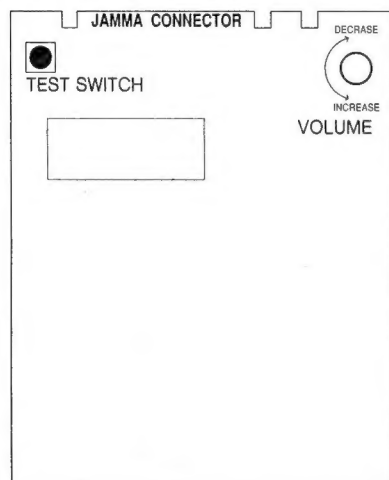
- ◇NAME OF GAME DONPACHI
- ◇CONTOROL PANEL ONE-SIDE 2P
  - JOYSTICK 2 PCS (8 DIRECTIONS : ONE EACH FOR 1P, 2P)
  - BUTTONS 4 PCS (2EACH FOR 1P, 2P)
- ◇EDGE CONNECTOR STANDARD JAMMA CONNECTION
- ◇CRT MONITOR VERTICAL SCREEN

## ●CONTROL PANEL



※USE [CONFIGURATION] MODE TO SET C BUTTON.

## ●PCB DIAGRAM



## ●TABLE OF PC-BOARD CONNECTORS

(1) Required Power Supply

+5 V	+0.5 V	(MIN 4.0 A)
-0.1 V		
+5 V	±0.5 V	(MIN 1.0 A)

(2) Standard of Edge Connector

JAMMA Standards
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(3) Edge Connector Terminal Layout

Soldered Side	Terminals		Parts Side
G N D	A	1	G N D
G N D	B	2	G N D
+ 5 V	C	3	+ 5 V
+ 5 V	D	4	+ 5 V
	E	5	
+ 12 V	F	6	+ 12 V
Wrong Insertion Protection Key	H	7	Wrong Insertion Protection Key
Coin Counter 2	J	8	Coin Counter 1
Coin Lockout 2	K	9	Coin Lockout 1
Speaker (-)	L	10	Speaker (+)
Audio (GND)	M	11	
Video GREEN	N	12	Video RED
Video SYNC	P	13	Video BLUE
Service Switch	R	14	Video GND
	S	15	Test Switch
Coin Switch 2	T	16	Coin Switch 1
START Switch 2	U	17	START Switch 1
2P Contorol 1 UP	V	18	1P Contorol 1 UP
2P Contorol 2 DOWN	W	19	1P Contorol 2 DOWN
2P Contorol 3 LEFT	X	20	1P Contorol 3 LEFT
2P Contorol 4 RIGHT	Y	21	1P Contorol 4 RIGHT
2P PUSH A SHOTS	Z	22	1P PUSH A SHOTS
2P PUSH B BOMBERS	a	23	1P PUSH B BOMBERS
(2P PUSH C RAPID FIRE)	b	24	(1P PUSH C RAPID FIRE)
	c	25	
	d	26	
G N D	e	27	G N D
G N D	f	28	G N D

※For optimum of this machins. supply desiginated voltage where applicable

## ●TEST MODE

PRESS THE TEST SWITCH ON THE PCB (OR ON THE CABINET) FOR 4 SECONDS AND THE COLOR PATTERN AND CROSS HATCH WILL BE DISPLAYED AND YOU WILL ENTER THE [TEST MODE]. THE FOLLOWING WILL APPEAR WHILE IN [TEST MODE] :

### ◇INPUT CHECK

### ◇CONFIGURATION

### ◇SOUND CHECK

USE THE 1P JOYSTICK TO SELECT, PRESS 1P A BUTTON TO SET. HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.

### ◇INPUT CHECK

DISPLAYS CURRENT SETTINGS, [ON] WILL BE DISPLAYED NEXT TO ALL CORRESPONDING INPUTS.

HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.

### ◇SOUND CHECK

SELECT WITH THE JOYSTICK, PRESS A BUTTON TO LISTEN AND PRESS B BUTTON TO STOP. HOLD THE TEST SWITCH DOWN AGAIN TO RETURN TO GAME MODE.

### ◇SOUND CHECK

	NORMAL CONTINUE	SAME NUMBER OF COINS AS GAME START
1. CONTINUE	DISCOUNT CONTINUE	GAME START : 2COINS/1PLAY CONTINUE : 1COIN/1PLAY
2. MONITOR	NORMAL SCREEN INVERT SCREEN	NORMAL INVERT
3. RAPID FIRE BUTTON	C BUTTON NOT USE FULL-AUTO	NOT USED C BUTTON-RAPID FIRE
4. DEMO SOUND	ADVERTISE SOUND ON ADVERTISE SOUND OFF	DEMO SOUND ON DEMOSOUND OFF
5. COIN SLOT 1	1COIN 1PLAY 1COIN 2PLAYS 2COINS 1PLAY 3COINS 1PLAY	SETTINGS FOR COIN SLOT 1
6. COIN SLOT 2	1COIN 1PLAY 1COIN 2PLAYS 2COINS 1PLAY 3COINS 1PLAY	SETTINGS FOR COIN SLOT 2
7. GAME DIFFICULTY	B (NORMAL) A (EASY) C (HARD) D (VERY HARD)	
8. EXTEND	PLEASE REFERENCE THE SCREEN	
9. HERO COUNTS	3 CHANCES 5 CHANCES 2 CHANCES 1 CHANCE	
10. CONTINUE	CONTINUE ON CONTINUE OFF	

※PRESS THE TEST SWITCH DOWN AFTER ALL CHAGES HAVE BEEN MADE AND THE GAME .RETURN TO THE GAME SCREEN AUTOMATICALLY SAVING ALL CHANGES.

SHOULD THE UNIT BE MODEIFIED  
WITHOUT PRIOR APOVAL,  
WE ARE NOT LIABLE FOR ANY DAMAGE  
INCUF ED.